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INTRODUCTION

On air, land or sea, one thing has remained constant throughout history—in war, no one fights alone. From the skies over Western Europe to the rolling plains of Russia, the Allies stood together against their common enemy and prevailed. In *Call of Duty*™: *United Offensive*™ you will be immersed in some of the most decisive battles of World War II.

Become Corporal Scott Riley as you and your brothers in the besieged 101st airborne hold out in Bastogne during the Battle of the Bulge. Relive the career of S.O.E. operative James Doyle from your last bombing run as a gunner with the R.A.F. to the invasion of Sicily in 1943. Assume the role of Conscript Private Yuri Petrenko as you and your comrades take part in the events of the summer of 1943, from the Battle of Kursk to the final battle for the city of Kharkov.

Whether in a small unit sabotaging an enemy train in occupied Europe, or part of an entire tank division advancing across the Russian steppes, one truth rings through: success in battle cannot be realized by any one man. Adversity cannot be overcome without unity, and victory can only be achieved through a United Offensive.

INSTALLATION

A previous full installation of *Call of Duty*™ is required to play *Call of Duty*:™ *United Offensive*.™

Insert disc one of *Call of Duty*:™ *United Offensive*™ into your CD-ROM drive. After a few seconds, the splash screen will appear. Click **Install** to begin the installation process and then follow the on-screen instructions.

If the splash screen does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Open the CD-ROM drive with the *Call of Duty*:™ *United Offensive*™ CD inserted. Double-click on **Setup.exe** to launch the Start screen. If you need more information, consult the help files.

Enter CD Key

The Installer will prompt you to enter a CD key. You must have a valid CD key to continue the installation process and play *Call of Duty*:™ *United Offensive*.™ Your unique CD key is affixed to the jewel case your game CDs are contained in.

Note: *Call of Duty*:™ *United Offensive*™ has its own CD key, separate from *Call of Duty*.™ Your *Call of Duty*™ key will not allow you to play *Call of Duty*:™ *United Offensive*.™

When prompted, enter the CD key as it appears on the jewel case. It's important that you observe the following guidelines to ensure the privacy of your CD key:

- Keep your CD key in a safe, private place in case you need to reinstall your game at a later point.
- Players with invalid CD keys will not be permitted to join Multiplayer games, so be sure to enter it correctly, as it appears on the jewel case.
- No one from Activision or Gray Matter will ever ask you for your CD key (in game, on message boards or in chat rooms). Never give it out to anyone! If you lose your CD key, you will not be issued another one.

Latest Information

You'll find the latest information about the game in the Readme file on the game disc. Select **Readme** from the Start screen to view this information. If you're having problems installing or playing the game, you'll also find help in the Help files section of the Start screen.

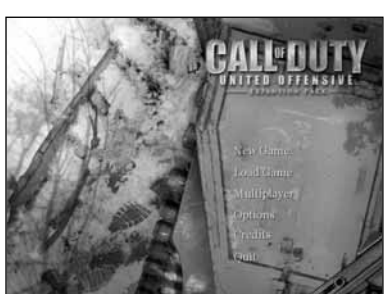
THE SINGLE PLAYER GAME

In the Single Player campaigns, you play as an Allied soldier deep in the thick of some of the fiercest combat of the Second World War. The success of your squad, the completion of your mission and even your very survival depends on how well you move, how well you shoot and, perhaps most importantly, how well you keep your wits about you.

To begin a Single Player game, select **Play *Call of Duty*: *United Offensive*™ Single Player** from the *Call of Duty*: *United Offensive*™ folder contained in the Programs section of the Windows® Start Menu.

MAIN MENU

After you view the introductory movies, the Main menu appears. From this menu you can launch new games, resume games in progress, switch to the Multiplayer portion of *Call of Duty*: *United Offensive*™ or access the configuration options.



Resume Game – Resume Game loads the last game you saved so you can continue your progress through the campaigns.

New Game – Launch a new *Call of Duty*™: *United Offensive*™ game from the beginning of the first campaign. After selecting New Game, choose your difficulty level from one of the four options available.

Load Game – Load any games you've saved. When you reach the Load/Save menu, select the game name in the box on the left side of your screen and then click **Load**.

Multiplayer – Launch the Multiplayer component of *Call of Duty*™: *United Offensive*™, where you can join or create Multiplayer servers via LAN or Internet.

Options – Configure your controls and adjust audio/video quality and performance settings. Click on the sub-sections on the right side of the screen for additional options. Click on those settings to change them. A list of default controls can be found on the following pages.

Quit – Exit the game and return to the desktop.

PLAYING THE GAME

Each mission loading screen provides crucial information about the setting, objectives, opportunities and potential obstacles you'll encounter in the mission. This information comes as personal journal entries or communiqués from your superiors. Study them closely before entering the mission. The information they contain could save your life.

In-Game Display

Compass – The compass helps you navigate your surroundings and get your bearings. In addition to showing you which direction you're facing, it shows you the location of Allies in your vicinity (green arrows) and the location of your current objective (a golden star).

Stance Indicator – The triangle-shaped icon shows your current stance. The icon changes from standing to crouching to prone, depending on the stance you choose. It also changes to a fast runner icon to indicate you're sprinting. As your sprint energy depletes, the icon drains from white to black. After you finish sprinting, the icon fills up again as your energy recharges.

Status Text – Throughout the game, updates appear here including changes in mission objectives, picking up health and other alerts.

Ammunition Counter – The box in the lower right-hand section of the screen is your ammunition counter. The first number indicates how many rounds are in your current weapon's clip. The second number indicates your total number of rounds.

Health Bar – This bar indicates your current health status. A full green bar indicates full health. The bar reduces in size and changes color along the spectrum from green to red as you lose health.

Crosshair – Use your crosshair to aim your weapon. When you run or walk, your crosshair widens, indicating the lack of accuracy that comes from attempting to aim while moving. The wider the crosshair, the less accurate your shots. When you stop moving, you automatically steady your weapon and your crosshair narrows. It's often wisest to fire when completely stopped to ensure accurate shots (and enable you to conserve ammo). Crouching or lying prone also keeps your crosshair focused, so use these positions whenever possible. Your crosshair

changes when you encounter interactive objects. If you move your crosshair over an ally who's close to you, you'll see your crosshair change to the image of a person. Press the **Attack** key (default: left mouse button) to ask individuals to move out of your line of sight.

Pickup/Interact Indicator – This indicator appears when there's an item you can pick up, be it a health kit, secret documents or a new weapon. To pick up the desired item, press your **Use** key (default: F). In the case of a new weapon (or ammunition for your current arsenal), press and hold the **Use** (default: F) key. This icon also appears when you can interact with an object.

MOVEMENT CONTROLS

The default movement keys are as follows:

COMMAND	DEFAULT KEY	DESCRIPTION
Forward	W	Walk forward.
Backpedal	S	Walk backward.
Move Left	A	Sidestep left.
Move Right	D	Sidestep right.
Lean Left	Q	Lean left around corners to minimize exposure.
Lean Right	E	Lean right around corners to minimize exposure.
Stand/Jump	Spacebar	Stand upright from either the crouching or prone position or jump when in the upright position.
Go to Crouch	C	Crouch from either the standing or prone position.
Go to Prone	Ctrl	Lie prone from either the standing or crouched position.

Jump/ Stance Up	Unbound	Jump (when already standing) or move up to stand from either prone or crouch.
Stance Down	Unbound	Move down one stance position (from standing to crouching or from crouching to prone).
Stance Up	Unbound	Move up one stance position (from crouching to standing or from prone to crouching).
Toggle Crouch	Unbound	Press once to move into crouch position. Press again to return to your previous stance.
Toggle Prone	Unbound	Press once to move into prone position. Press again to return to your previous stance.
Hold Down Crouch	Unbound	Hold to crouch. When released, you return to your previous stance.
Hold Down Prone	Unbound	Hold to lie prone. When released, you return to your previous stance.
Turn Left	Unbound	Rotate to the left while staying in one position.
Turn Right	Unbound	Rotate to the right while staying in one position.
Strafe	Unbound	Sidestep (control direction with the mouse).
Sprint	Alt	Run fast for a short period of time.

In addition to running forward, backward, left and right, you'll need to master the other movement skills described on the following pages.

Crouching and Going Prone

As soon as you enter your first battle, you'll find that a soldier who stands around often winds up dead. A shrewd player makes use of both the crouch and prone stance positions when in the thick of battle to keep cover, avoid enemy fire and move without exposing himself to danger. Keep in mind that while crouched or prone, you'll be harder to hit, but won't move as fast as when standing up. Additionally, when prone, you'll crawl on your belly at a very slow pace and won't be able to fire while moving.

Important Tip: Always use available cover! Crouching or lying behind trees and brush can keep the enemy from spotting you. Getting behind bulletproof objects can save you from gunfire.

Leaning

The ability to lean around corners and obstacles is essential to your survival. Leaning minimizes your exposure in potentially dangerous situations and allows you to look into rooms, around corners and otherwise peek from behind cover to survey the situation, check for hidden enemies and even fire at them. You can still be seen and even shot while leaning, so exercise caution. You activate the lean controls for as long as you hold down the key. Releasing either **lean** key (default: Q and E) returns you to a centered view position.

Sprinting

The ability to sprint for short distances is a new feature in *Call of Duty*:™ *United Offensive*.™ Like leaning and crouching, sprint is most useful for minimizing your exposure to enemy fire. Use sprint to move rapidly from cover point to cover point. While sprinting, you will be unable to fire your weapon.

Important: Sprint only works when you're standing up—it will not engage from the prone or crouching positions.

VIEW CONTROLS

The default view keys are as follows:

COMMAND	DEFAULT KEY	DESCRIPTION
Look Up	Unbound	Shifts your view up to see above you.
Look Down	Unbound	Shifts your view down to see below you.
Mouse Look	Unbound	Toggles between mouse-controlled view and keyboard-controlled view.
Center View	Unbound	Returns your view to front and center.
Free Look	Yes	Enable mouse-controlled “free” viewing—move your mouse to view 360°.
Invert Mouse	No	Invert the Y-axis of the mouse if you prefer.
Smooth Mouse	No	Makes mouse movement less jittery.
Mouse Sensitivity	Slider	Controls the responsiveness of the mouse.

By default, looking around in the game is controlled by the mouse. Moving your mouse from side to side rotates your view left or right. Moving your mouse forward (away from you) causes you to look up, while moving your mouse backward (toward you) causes you to look down.

WEAPONS CONTROLS

The default weapons-related keys are as follows:

COMMAND	DEFAULT KEY	DESCRIPTION
Attack	Left Mouse Button	Fire weapon.
Toggle Aim Down the Sight	Right Mouse Button	Switch between "Aim Down the Sight" and "From the Hip" firing modes.
Aim Down the Sight	Unbound	This command, when held down, allows you to aim down the sight of your gun. Release it to return to "From the Hip" firing mode.
Melee Attack	Shift	Strike the enemy with the butt of your gun.
Reload Weapon	R	Reload weapon.
Change Rate of Fire	M	Switch between fully automatic and semiautomatic firing modes. (Note: Not all weapons have multiple firing modes)
Select First Weapon	1	Switch your active weapon to the first weapon slot.
Select Second Weapon	2	Switch your active weapon to the second weapon slot.
Select Pistol	3	Switch your active weapon to your pistol.
Select Grenade	4	Switch your active weapon to grenades.
Select Smoke Grenade	5	Switch your active weapon to smoke grenades. (Multiplayer Only)

Select Satchel Charge	6	Switch your active weapon to satchel charges. (Multiplayer Only)
Select Binoculars	7	Switch your active weapon to binoculars. (Multiplayer Only)
Next Weapon	Mouse Wheel Down	Switch to the next weapon in your inventory.
Previous Weapon	Mouse Wheel Up	Switch to the previous weapon in your inventory.

Melee Attack

Sometimes the proximity of your enemies makes it difficult to aim your weapon and defend yourself properly. Fortunately, you have a **Melee Attack** (default: shift) available that allows you to smack an enemy at close range with the butt end of your rifle or pistol.

Reloading Weapons

When your weapon's clip runs out of ammunition, you will automatically reload. Monitor your ammunition carefully! **Reloading** (default: R) in the middle of a firefight takes time and leaves you unable to defend yourself. If you're running low on ammunition, pick up the extra ammunition from a fallen comrade's weapon of the same type. If all else fails, grab a weapon from a fallen enemy.

Aiming Down the Sight (ADS)

With every gun, you can enable the "aim down the sight" function, bringing the weapon up from your hip to your face so you can look down the sight (or look into the scope, in the case of scoped rifles). Aiming down the sight gives you a slight zoom effect, enabling you to be more accurate. However, when aiming down the sight, you move more slowly than normal.

The default toggle key for **Aim Down the Sight** is the right mouse button. You can also bind a key to "hold down" between ADS and normal modes.

Swapping Weapons and Picking Up Items

When you see a weapon on the ground, you can swap it with one of your two main weapons (slot 1 or slot 2). To swap weapons, move your crosshair over the weapon and hold down the **Use** key (default: F). You'll automatically drop your current weapon and pick up the new weapon.

Picking up items is as simple as pointing your crosshair at the item and pressing the **Use** key (default: F), or, in the case of health and ammunition, walking over the item.

"Cooking Off" Grenades

You now have the ability to pull the pin and hold a grenade for as long as you want in order to "cook off" the charge. This is useful if you want to have more precision in your grenade throws. In the Single Player missions, it also reduces the ability for an enemy to pick up the grenade and throw it back to you.

To cook off grenades, press and hold the **Fire** button (default: left mouse button), then press and hold the **Aim Down the Sight** button (default: right mouse button) for as long as you want to hold the grenade in your hand. Your crosshair pulses for each second you hold it. When you want to throw the grenade, release both the fire and ADS mode buttons. The grenade will fly for as long as it has left on its fuse and explode.

Important Note: In Multiplayer, you can also cook off satchel charges in the same way you do grenades.

Binoculars and Artillery Strikes

When you've achieved the highest rank in a Multiplayer game, you acquire a set of **binoculars** (default: 7). Binoculars allow you to view aspects of the battlefield from an extremely long range. They also allow you to call in an artillery strike. To call in an artillery strike, use the binoculars by going into Aim Down the Sight mode, then press the **Fire** button (default: left mouse button) while aiming at your target. You'll know the artillery strike has been called in when your ammo counter goes from 1 to 0.

OTHER CONTROLS

COMMAND	DEFAULT KEY	DESCRIPTION
Show Objectives/ Score	Tab	Bring up a list of your mission objectives.
Use	F	Use, pick up, drop off and otherwise interact with items and devices.
Screenshot	F12	Take an in-game screenshot.
Quick Save	F5	Quickly save your game in the middle of a mission.
Quick Load	F9	Load your Quick Save game.
Enable Console	No	Set this to Yes if you want to enable the in-game console (accessible by pressing the tilde ~ key). Please be advised that the console is not supported. Please do not call Activision Customer Support with any questions regarding this feature.

Show Objectives/Score

Throughout your campaign, mission objectives change. Press the **Show Objectives/Score** key (default: tab) to show your mission objectives and give you a status on each one.

- Incomplete or in-progress mission objectives appear in green text.
- Failed mission objectives appear in red text.
- Completed mission objectives appear in black text.

Quick Save/Quick Load

As you progress through the campaigns, it's wise to save your progress. The **Quick Save** (default: F5) and **Quick Load** (default: F9) hotkeys allow you to avoid the save/load menus and stay in the action.

WEAPONS OF *CALL OF DUTY*™: *UNITED OFFENSIVE*™

This section lists all weapons that have been added to the *United Offensive*™ expansion pack. Original *Call of Duty*™ weapon descriptions can be found in the original *Call of Duty*™ manual.

United States

Browning .30 Caliber M1919A6 Deployable Light Machine Gun

The air-cooled M1919A6 was introduced as a lighter alternative to the monstrous, 93-pound water-cooled M1917. Weighing about 43 pounds with tripod, the M1919A6 was easier to transport with infantry units, as well as easier to mount on tanks. It was one of the most reliable weapons of the Second World War.

Range:	Long
Rate of Fire:	Very Fast
Damage:	High
Mobility:	Fast

2.36-in Rocket Launcher, M1A1 "Bazooka"

One of the simplest, yet most effective, weapons in the United States arsenal, the bazooka was little more than a steel tube fitted with wooden stocks for aiming and securing. Although GIs used bazookas to flush out pillboxes, blow lanes through minefields and even disable artillery, the bazooka's claim to fame was as an anti-tank weapon. Its superiority in this regard prompted the Germans to copy its design after capturing examples of the M1 in Tunisia in 1943.

Range:	Short
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Slow

Russia

Tokarev SVT-40

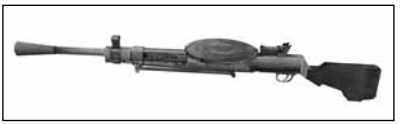
The Samozaryadnaya Vintovka Tokareva-40 ("Tokarev self-loading rifle"), manufactured between 1941 and 1945, was a major upgrade from the standard Mosin-Nagant bolt-action rifles of the Red Army. Though most Russian troops were ill trained to use the reloading rifle effectively, German troops considered it a trophy weapon, prized for its accuracy and superior firepower.

Range:	Long
Rate of Fire:	Medium
Damage:	High
Mobility:	Fast

Degtyarev-Pekhotny 28

The 7.62 mm Ruchnoy Pulemyot Degtyaryova pakhotnyi ("Degtyarev hand-held infantry machine gun") was a paragon of simplicity and easy maintenance. Apart from a bipod that was prone to break if handled roughly, the DP-28 provided the Red Army with reliable and effective fire from its introduction in 1928 to the end of the war.

Range:	Long
Rate of Fire:	Very Fast
Damage:	High
Mobility:	Fast



Tokarev TT-33

The Tokarev TT-33 became the standard pistol of the Red Army in 1933. It was an evolution of the American Colt-Browning automatic pistol, similar in design to the M1911. Russian engineers improved several aspects of the design, making it more reliable, easier to produce and capable of withstanding a tremendous amount of abuse.

Range:	Short
Rate of Fire:	Medium
Damage:	Moderate
Mobility:	Very Fast

United Kingdom

Silenced Sten Mk IIs

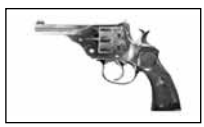
The Sten derives it name from its two designers, Major R.V. Shepherd and H.J. Turpin, and the place it was made, the Enfield Lock Small Arms Factory. In 1940, Britain found itself with a shortage of weapons, and Shepherd and Turpin's design proved simple, easy to manufacture and reliable in the field. More than a hundred thousand Sten Mk Is were produced, providing British troops with a lightweight, compact, easy-to-maintain machine gun. A limited number of Mk IIs models fitted with silencers were produced for SAS Commandos and raiding forces.

Range:	Short
Rate of Fire:	Very Fast
Damage:	Moderate
Mobility:	Very Fast

Webley Mk 4

Used extensively through the armies of the British Commonwealth from 1939 to 1945, the Webley Mk 4 revolver was a simple, no-frills combat revolver. Firing a smaller 0.38-inch round than the World War I–era Webley 0.455-inch pistol, the Mk 4 was lighter and easier to fire and required less training and practice to use. The Mk 4 is so popular it remains in service in various parts of the world to this day.

Range:	Short
Rate of Fire:	Slow
Damage:	High
Mobility:	Very Fast



Germany

Gewehr 43

Early in the war, the Germans produced a reloading rifle called the Gewehr 41(W). It was unwieldy, difficult to reload and unreliable in the field, and when German troops found themselves face-to-face with the superior Tokarev SVT-40, its limitations cost many lives. Seizing several SVT-40s, German engineers noticed the Tokarev's gas-operated reloading system was superior to theirs, so they integrated it into their existing rifle design. The Gewehr 43 was the result. German troops appreciated its easy reloading, high accuracy and excellent reliability.

Range	Long
Rate of Fire:	Medium
Damage:	High
Mobility:	Fast

Machinegewehr 34 General-Purpose Machine Gun

Though the Treaty of Versailles specifically prohibited Germany from producing any kind of sustained-fire weapon, they circumvented this by funding its development in Switzerland. This development produced an aircraft machine gun, the Rheinmetall MG 15, from which the MG 34 was born. Considered one of the finest machine gun designs in history, the MG 34 saw service on all fronts of the War.

Range:	Long
Rate of Fire:	Very Fast
Damage:	High
Mobility:	Fast

Raketenpanzerbüchse "Panzerschrek"

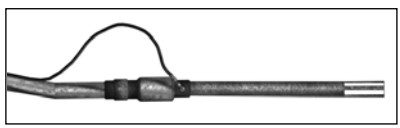
When the Germans captured some American bazookas in Tunisia in 1943, their engineers immediately recognized their ingenious design and copied it. Soon after, Germany had a reloadable anti-tank weapon in the field, the Raketenpanzerbüsche 43, nicknamed "Panzerschrek" (tank terror). It launched a larger 3.46-inch shell over an effective range of more than 160 yards, and, in the competent hands of a two-man crew, became the stuff of nightmares for Allied tank crews, who took to reinforcing their tanks with sandbags and extra lengths of track to combat the Panzerschrek's unparalleled armor-piercing capabilities.

Range:	Short
Rate of Fire:	Slow
Damage:	Very High
Mobility:	Slow

Flammenwerfer 35 "Flamethrower"

One of the most terrifying weapons of the War, the German Flammenwerfer 35 used compressed nitrogen to propel flaming liquid fuel as far as 33 yards. Though the teams that wielded them were extremely vulnerable in the field, the Flammenwerfer was devastatingly effective at flushing out infantry from any manner of bunker or entrenchment.

Range:	Very Short
Rate of Fire:	High
Damage:	Very High
Mobility:	Medium



New Weapons

Deployable Light Machine Guns

Players can now pick up and use deployable light machine guns in Multiplayer and select Single Player levels. These weapons can only be used when their bipod has been deployed. These machine guns can be set up on almost any surface—window sills, flat ground, barrels and boxes, to name a few. When you see the special, triangle-shaped deploy icon, use the **Aim Down the Sight** (default: right mouse button) function to set up the gun for use.

Flamethrowers

A fearsome anti-personnel weapon, the flamethrower can launch a deadly inferno over a wide area, instantly engulfing enemies in flames. Though total ammunition is limited and mobility is slow, the flamethrower is excellent for clearing trenches, bunkers and anywhere you think the enemy may be holed up.

Satchel Charges

In Multiplayer, you can now pick up and use satchel charges. These bundles of dynamite must be "pulled" like a grenade and thrown. They are significantly more powerful than grenades, however, and can damage or even destroy a tank. Though they can be effective anti-personnel weapons, their primary purpose is to give infantry the ability to disable or destroy tanks.

Smoke Grenades

In Multiplayer, every player now spawns into the game with a smoke grenade. These grenades do no damage, but they release a thick, gray smoke that's impossible to see through. Smoke grenades are useful for obscuring the view of the enemy, which can help shield an advance.

Stationary Weapons

To use a stationary weapon (such as an MG42 machine gun), move up to the weapon until you see the hand icon. Press the **Use** key (default: F) to mount the weapon and fire the weapon with the attack command. Press the **Use** key (default: F) again to dismount from the weapon.

VEHICLES

Russia

SU-152 Heavy Tank

Crew Positions:	1 (driver/gunner)
Weapons:	Main gun 152mm cannon, 7.62mm bow mg
Damage:	Heavy
Armor:	Heavy
Speed:	Slow
Turning:	Slow

T-34/85 Medium Tank

Crew Positions:	2 (driver/gunner, commander)
Weapons:	Main gun 85mm cannon, turret mounted 7.62mm coaxial mg, additional 7.62mm mg mounted on commander's cupola.
Damage:	Medium
Armor:	Medium
Speed:	Medium
Turning:	Medium

Gaz 67b Light Truck

Crew Positions:	3 (driver, machine gunner, passenger)
Weapons:	Pintle-mounted 7.62mm mg
Damage:	Light
Armor:	Light
Speed:	Fast
Turning:	Fast

United Kingdom/United States

Sherman M4A1 Medium Tank

Crew Positions:	2 (driver/gunner, commander)
Weapons:	Main gun 76mm cannon, .30 cal coaxial mg, additional .50 cal mg mounted on commander's cupola
Damage:	Medium
Armor:	Medium
Speed:	Medium
Turning:	Medium

Willys Jeep

Crew Positions:	3 (driver, machine gunner, passenger)
Weapons:	Pintle-mounted .50 cal mg
Damage:	Light
Armor:	Light
Speed:	Fast
Turning:	Fast

Germany

"Elefant" Heavy Tank

Crew Positions:	1 (driver/gunner)
Weapons:	Main gun 88mm cannon, 7.92mm bow mg
Damage:	Heavy
Armor:	Heavy
Speed:	Slow
Turning:	Slow

Panzer IV Medium Tank

Crew Positions:	2 (driver/gunner, commander)
Weapons:	Main gun 75mm cannon, 7.92mm coaxial mg, additional 7.92mm mg mounted on commander's cupola.
Damage:	Medium
Armor:	Medium
Speed:	Medium
Turning:	Medium

Horch 1a Light Truck

Crew Positions:	3 (driver, machine gunner, passenger)
Weapons:	Pintle-mounted 7.92mm mg
Damage:	Light
Armor:	Light
Speed:	Fast
Turning:	Fast

OTHER INFORMATION

Health Kits

Throughout your journey, you'll encounter three kinds of health kits—tins, boxes and bags—that replenish small, medium and large amounts of health, respectively. Press the **Use** key (default: F) or walk over the health kits to pick them up.

Note: There are no additional health kits when playing the Single Player game on the Veteran difficulty setting.

MULTIPLAYER

To play online, select the Multiplayer option from the Single Player main menu or choose the Join Game option from the Multiplayer main menu. You'll be presented with these choices:

Join a Game – Go to the Multiplayer Server Browser screen to search for available Internet or LAN-based Multiplayer games.

Start a New Server – Set up and host your own Multiplayer game.

Multiplayer Options – Adjust settings specific to Multiplayer, including data rate, chat hotkeys and player name.

Options – Configure your controls and adjust audio/video quality and performance settings. Click on the sub-sections on the right side of the screen for additional options. Click on those settings to change them. A list of default controls can be found on the following pages.

Mods – View the list of mods (modified versions of *Call of Duty*™ *United Offensive*™) you've installed.

Single Player – Launch Single Player *Call of Duty*™ *United Offensive*™ to play campaign missions.

Quit – Exit the game and return to the desktop.

Multiplayer Options

COMMAND	DEFAULT	DESCRIPTION
Vote Yes	F1	Vote yes on the vote currently in progress.
Vote No	F2	Vote no on the vote currently in progress.
Chat	T	Chat with other players.
Team Chat	Y	Send a chat message to your team members only.
Quick Chat	V	Quick Chat to quickly "shout" commands, warnings, etc.
Map	G	Brings up an overhead map view.
Allow Downloading	No	Set to Yes to automatically download new maps or mods when connected to server with new content.
Draw HUD	Yes	Toggle the health, compass and ammo indicators On or Off.
Draw Crosshair	Yes	Toggles the crosshair On or Off.
Connection Type	ISDN	Select the correct Internet connection speed.
Player Name	Unknown Soldier	Enter the name you want to use for Multiplayer games.
Show Scores	Tab	View the scoreboard and display teams.
PunkBuster	No	Toggles PunkBuster On and Off.

Finding and Connecting to Multiplayer Servers

Connecting to Your ISP

For Internet play, connect to your Internet Service Provider (ISP) before starting Multiplayer. If you have cable modem or DSL access, you may have a persistent connection and won't need to do anything special. See your Windows® and ISP manuals for information on how to connect to your ISP.

Setting Your Data Rate

It's extremely important that you set your Connection Type to match the speed of your Internet connection. There are five options for the Connection Type setting to send data at the optimal rate for your bandwidth: 28.8Kbps modem, 33.6Kbps modem, 56Kbps modem, ISDN line (default) and one for LAN, cable modem or DSL connections.

Important Note: Options 28.8Kbps and 33.6Kbps are not supported.

An improper data rate could result in impaired performance (i.e., high "ping" times and "lag") in Internet and LAN-based Multiplayer games, so be sure to set this value correctly.

Server Listing

After selecting Join a Game, you'll see the Server Listing screen. To see Internet servers, click on the Source button and change the source from Local to Internet (or from Internet to Local to play a LAN game). The server list shows the name of the server, the map the server is playing, the number of current and maximum players on the server, the gameplay type and your ping (connection delay) to that server. Ping indicates the time it

takes for your computer to transmit to the server (the lower the ping, the better). By default, servers are sorted by ping. You'll generally experience fewer gameplay slowdowns on a server with a lower ping than one with a higher ping. The server list also shows the hardware and operating system of each server with a two-letter icon. (WD stands for Windows Dedicated Server, WL stands for Windows Listen Server and LD stands for Linux Dedicated Server.) Servers running with PunkBuster enabled will show a PunkBuster icon next to the game type listing. Finally, the column with the hammer icon shows whether or not a server has been modded. An X in the hammer column next to a server name indicates that the server is running a mod or unofficial map.

Click Refresh List to update the list of available servers.

Server Filters

To refine your server browsing results, the server list allows you to filter out specific servers based on common settings:

SERVER SETTING	DEFAULTS TO	DESCRIPTION
View Empty	Yes	Set to No to filter out empty servers.
View Full	Yes	Set to No to filter out full servers.
With Password	Yes	Set to No to filter out password-protected servers.
Without Password	Yes	Set to No to filter out servers that require no password. (Useful for quickly finding password-protected servers.)
Pure Servers Only	Yes	Set to No to view non-pure servers.

SERVER SETTING	DEFAULTS TO	DESCRIPTION
Dedicated Only	No	Set to Yes to only view dedicated servers.
Mods	All	Set to Yes to view only modded servers. Set to No to view only non-modded servers. Set to All to view both types.
Friendly Fire	All	Set to Off to show servers with Friendly Fire turned off. Set to On, Reflect or Shared to show servers with those settings. Set to All to show servers regardless of Friendly Fire setting.
Killcam	All	Set to On to show only servers with the Killcam on. Set to Off to show servers with it disabled. Select All to show servers regardless of Killcam setting.
PunkBuster	All	Set to Yes to show only servers with PunkBuster enabled. Set to No to show only servers with PunkBuster disabled. Set to All to show servers regardless of Punkbuster setting.

Connecting to a Specific Server

When you find a server you like, double-click on the name to connect, or click once to highlight the server and then click Join Server.

Adding To Favorites

If you like a particular server, you can add it to your favorites list by clicking Add To Favorites. View your favorites list by clicking the Source button to change the source to Favorites.

Server Info

The Server Info button shows you detailed information about the highlighted server, including IP address and a wide range of server settings.

Important Note: Some servers may require a password to connect. Click the **Password** button on the bottom of the screen and then enter the password.

Creating a Server

To use your computer as a server, click on Start New Server from the Multiplayer main menu. You'll be able to select the map you want the server to run and other server options.

General

Game Type	Choose from Base Assault, Domination, Capture The Flag, Deathmatch, Team Deathmatch, Retrieval, Behind Enemy Lines, Headquarters and Search & Destroy.
Server Name	This is the name of the server as it appears in the Join Server browser.
Dedicated	• No – Start a local server and a local client. • LAN – Start a Local Area Network dedicated server [no local client]. • Internet – Start a server that can be seen on the Internet through the master server.
Pure	Restrict players with modified game files from joining the server.

Maximum Players	Set the maximum number of players on the server at one time.
Minimum Ping	Set the minimum ping allowed per player. Setting this to 0 means no limit on ping time.
Maximum Ping	Set the maximum ping allowed per player. Setting this to 0 means no limit on ping time.
Maximum Rate	Set the maximum amount of bandwidth allowed per player. Setting this to 0 means no limit on bandwidth.
Password	Enter a password to restrict players from joining unless they know the password. Passwords are case sensitive.
PunkBuster	Enable or disable PunkBuster.

Advanced

Battle Rank	Allow player to advance in rank. (See page 38 for more info).
Kill Cam	Enable/Disable kill cam.
Drop Health	Allow player to drop a health pack when killed.
Shellshock	Enable/disable shellshock.
Allow Voting	Allow players to use the in-game voting system to change server options such as map and game type.
Allow Vote Map Restart	Allow players to vote on whether a map can be restarted.
Allow Vote Next Map	Allow players to vote on switching to the next map on the list.

Allow Vote Map Allow players to vote on new map selection.

Allow Vote Game Type Allow players to vote on switching to another game type.

Allow Vote Kick Allow players to vote on kicking a player from the server.

Allow Vote Ban Allow players to vote on banning a player from the server.

Depending on the game type selected on the Server Settings screen, the Settings tab brings up a different set of options.

Settings

Score Limit Set the number of kills needed to win. (player points)

Score Limit Set the number of team points needed to win. (team points)

Time Limit Set the time limit for the map in minutes. (minutes)

Round Limit Set the round limit for the map. (rounds)

Round Length Set the time limit for each round in minutes. (minutes)

Respawn Wave Time Set the amount of time before everyone who is dead respawns. (seconds)

Start Round Delay Set the waiting period at the beginning of the round before the round starts. (seconds)

End Round Delay Set the amount of time before resetting all the scores and restarting the round. (seconds)

Clear Score Each Round Clear the players or teams score at the start of the round.

Grace Period	Set the amount of time allowed at the beginning of each round for players to switch teams and still be allowed to play for that round. (seconds)
Carrier Indicator	Add an icon over the head of the player carrying the objective.
Friendly Indicators	Enable this option to add an icon over the head of teammates.
Friendly Fire	Allow teammates to hurt and even kill each other. There are 4 settings: On, Off, Shared or Reflect. • *Shared* – Will share damage in cases of friendly fire between the victim and the attacker. • *Reflect* – When a player shoots a teammate, the damage the teammate would have taken is reflected back onto the player who shot the teammate.
Auto-Balance Teams	Automatically balance number of players on teams.
Force Respawning	Force players to respawn after dying.
Allow Enemy Spectating	Allow dead players to spectate players on the opposing team.
Allow Free Spectating	Allow spectators to freely roam the map.
Show Flag Carriers	Show flag carriers on compass.

Vehicles

Allow or disallow the use of specific vehicles on the server.

Weapons
Allow or disallow the use of specific weapons on the server.

Note: By playing online, you must leave the Activision-controlled environment in *Call of Duty*™: *United Offensive*™. The game's content has been rated for Teen audiences, but the content of the game may change during online play due to, among other things, interactive exchanges. Activision and Gray Matter take no responsibility for content external to the game itself.

Call of Duty™: *United Offensive*™ includes PunkBuster™ Anti-Cheat software technology. PunkBuster™ Anti-Cheat software technology and services combat online cheating in *Call of Duty*™: *United Offensive*™ Internet play.

The use of PunkBuster™ Anti-Cheat software is optional and is provided without direct cost to our users. For more information about PunkBuster™ or for PunkBuster™ support, please visit www.evenbalance.com.

Multiplayer Vehicle Controls
Driving vehicles in Multiplayer is as simple as getting in the vehicle and using the same commands as moving on foot. To get in a vehicle, walk toward it until you see a hand icon, then press your **Use** key (default: F). The **Forward** (default: W) command allows you to drive forward. The **Backpedal** (default: S) command applies brakes while driving and, when you reach a stop, reverses your movement. The **Move Left** (default: A) and **Move Right** (default: D) commands turn the body of the vehicle left and right, respectively. To control the tank turret, use your mouse to aim up and down and swivel the turret left and right. Press the **Jump** command (default: spacebar) to align the body of the tank with your barrel position.

Vehicle Weapons
In the tank driving position, you control both the main tank cannon as well as a mounted submachine gun. To fire the cannon,

press **Fire** (default: left mouse button), and to fire your machine guns, use the **Melee Attack** (default: shift).

In the jeep driving position, The **Fire** button (default: left mouse button) honks your horn. Use it to warn other players of your approach.

Vehicle Views

When you enter a tank, your default view is a top-down, third-person perspective. To zoom in on the tank cannon for more precision firing, use the **Aim Down the Sight** (default: right mouse button) function.

Jeeps default your view to a first-person, in-the-driver's-seat perspective. To change to third person perspective, use the **Aim Down the Sight** (default: right mouse button) function.

Vehicle Positions

Medium tanks and jeeps have multiple positions a player can occupy. The first person to enter a medium tank or jeep automatically becomes the driver. The next to jump in occupies the machine gunner position (up top in tanks, on the back in jeeps). Jeeps have a third spot, the passenger seat, where a player can sit and use their own hand-held weapons.

Tip: A player can mount a deployable machine gun in the passenger seat position, which makes a 3-person jeep a force to be reckoned with.

Once in a jeep or medium tank, use the **Next Weapon** (default: mouse wheel down) or **Previous Weapon** (default: mouse wheel up) commands to change positions. For instance, to move from the driver's seat to the machine gunner position, enter the vehicle and then move your mouse wheel down. There's a short delay after each position change to avoid players hopping between positions too frequently.

Note: Heavy tanks, such as the Elefant, have a single driver position and no ancillary gunner position.

Multiplayer Battlefield Promotions

Multiplayer team-based game modes feature a battlefield promotion system that rewards players for team-based participation and achievement. As players move up in rank, they're able to carry more equipment (i.e., more grenades, ammo). Higher rank players also get access to special equipment and weapons, which is detailed below:

New ranks are awarded when players achieve a certain number of points. Points are awarded for achieving objectives, leading or assisting the capture of a flag, defending a flag and killing enemies.

The five ranks and their benefits are as follows:

RANK	SPECIAL ABILITIES
1. Private	None
2. Rifleman	Additional grenades and pistol ammo.
3. Squad Leader	**Scouting Binoculars** – Squad Leaders can use binoculars, which are useful for scouting over long distances, spotting approaching attacks and monitoring combat from afar.
4. Section Sergeant	**Satchel Charges** – Section Sergeants spawn in the game with satchel charges already in their weapons inventory. ***Note:*** Lower rank players can still use satchel charges, but they must pick them up off the ground.

5. Platoon Sergeant	**Artillery Strike** – Platoon Sergeants can now use the binoculars they acquired at Rank 3 to call in a deadly artillery strike anywhere on the map. To use this ability, equip the binoculars in **Aim Down the Sight** mode. Your ammo counter should show a "1," indicating your artillery are standing by ready to strike. Aim the viewfinder at the ground and press the **Fire** button (default: left mouse button). In a few seconds, artillery shells will rain down on the area you pinpointed, significantly damaging or destroying anything (friend or foe) in the area.

Note: Each rank enjoys the benefits of the previous rank. New weapons and abilities become available after you respawn, with the exception of artillery, which becomes available shortly after you gain the Platoon Sergeant rank.

Multiplayer Maps

Players can now view an overhead map of the current Multiplayer level by activating the **View Map** command (default: G). These maps are marked with Target Reference Points (TRPs), which can make team communication quicker and more efficient. Using the in-game text chat, players can point out a TRP (based on the map) to call attention to a threat or an objective or stake out a rally point. This makes it easier to reference map locations, rather than relying on descriptions of terrain that may be vague or confusing. (Example: Instead of typing "there's a sniper in the bombed-out building on the east side" you can simply type "sniper trp 9" and your team can reference the location by referring to its map.)

Multiplayer Game Types

This section lists all new Multiplayer game modes that have been added to the *United Offensive*™ expansion pack. To read detailed descriptions of the Headquarters, Behind Enemy Lines, Retrieval, Search & Destroy, Deathmatch and Team Deathmatch modes, consult the original *Call of Duty*™ manual.

Domination

Two teams clash with one another in an attempt to capture 5 to 7 separate zones on a map. Zones are represented by flags, and players must stand next to a flag for a period of time to raise their side's flag and lay claim to the zone. The first team to capture all zones (and thereby dominate the battlefield) wins the round. Points are awarded for raising flags and killing enemy players.

Capture the Flag

In this team-oriented mode, each team must locate the enemy base, steal the enemy flag and bring it back to their own base to capture it. Points are awarded for stealing, capturing, defending and returning the flag, as well as for killing other players. Teams score points for successful captures, and the first team to score the point limit, or score more captures during the alloted time, wins. To successfully capture an enemy flag, your team flag needs to be present at your base.

Base Assault

In this team-oriented mode, each team must locate and destroy three enemy bases on the map. To destroy a base, teams must assault the base installations with heavy weapons (e.g., tank shells, bazookas, satchel charges, artillery strikes) and destroy the base's perimeter defenses. Once the defenses are down, infantry must infiltrate the base and plant charges. Once the charges detonate, the base is destroyed and the enemy loses use of it as a spawn point. Each team must defend their bases against assaults, while striking out against enemy bases. Defending infantrymen can defuse charges planted in their base.

IMPORTANT TIPS

These tips take into account the new features of the *Call of Duty*™: *United Offensive*™ Expansion Pack:

Sprinting—Master the ability to sprint from cover point to cover point. Multiplayer games are an excellent place to practice crouching behind cover, standing up, sprinting to another cover point, then quickly crouching or lying prone. Enemies may fire at you, but your speed makes it difficult for them to target and hit you. This ability is indispensable in all parts of *Call of Duty*™: *United Offensive*™.

Multiplayer Vehicles—All vehicles other than the heavy tanks allow more than one player to ride at a time. Medium tanks have the driver/main gunner position as well as a machine gunner position. Heavy tanks have only the driver/main gunner position, but these tanks have superior firepower. Jeeps have a driver, a passenger (who can fire his or her own weapon) and a .50 cal gunner position, making them a triple threat! As much as possible, jump in a tank or Jeep with a teammate and man the extra weapons. Together, you will be more effective than on your own.

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CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Activision Customer Support. Additionally, if you have Internet access, search our troubleshooting database at: http://www.activision.com/support

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

- Complete product title (include version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g. Pentium 4 2.4, Athlon XP 3000+)
- Amount of RAM
- Make and model of your video and sound cards (e.g. Radeon 9800 Pro, Creative Sound Blaster Audigy 2)
- Make and model of your CD-ROM or DVD-ROM drive (e.g. Samsung SC-140)
- Operating system

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/E-mail: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available, including patches that can be downloaded free of charge. We update the support pages daily so please check here first for solutions. By going to the Find Answers section and selecting the platform/game you are inquiring about you can view the top solutions for the game to date. If you don't

find your question/solution there, try inputting a keyword into the search.

If you cannot find an answer to your issue, you can e-mail us using the support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons the response time may take a little longer.

NOTE: Internet/e-mail support is handled in English only.

NOTE: The Multiplayer components of Activision games are handled only through Internet/e-mail.

Phone: (310) 255-2050

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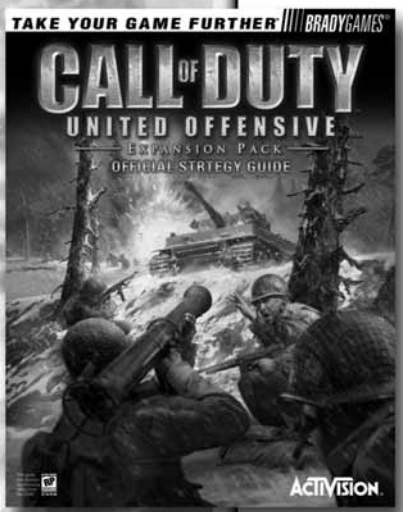

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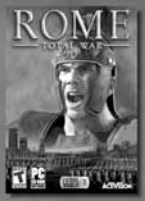

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